

BHAVAN VAISHNAV

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PROGRAMMER

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SUMMARY

Over **eight years of games industry experience** developing on various platforms

Experience working on a variety of genres including **stealth / action, and real time strategy titles**

A **master's degree** in games development

Generalist with a specialist interest in **CPU architecture, performance, data oriented design and core technology components**

EXPERIENCE ***IO Interactive, Feb 2012 – Current***

Currently part of the Online and GUI team, responsible for architecture, engine integration, and optimization of Online and GUI systems for Hitman

Previously part of the Glacier 2 technology team, responsible for integration, development and maintenance of core engine components

BlueGiant Interactive, Sep 2009 – Sep 2010

Worked on various gameplay systems for Apox (an online RTS title)

Highlights include: multithreaded line of sight and procedural map generation algorithms

Tata Elxsi, Aug 2007 – Aug 2009

Part of a team of engineers that specialized in optimization approaches for the Cell BE (PS3) architecture

Optimized fractal terrain generation and water simulation algorithms on the Cell BE (PS3)

Worked as an on-site consultant (3 months) for Electronic Arts, Burnaby (EAC) on NCAA Basketball 09

EDUCATION ***PROFESSIONAL MASTERS IN GAMES DEVELOPMENT***

University of Abertay, Dundee, Scotland, Sep 2011

Industry driven learning through iterative development cycles of three video game prototypes on varying platforms

Developed a Symbian game (Flick 'em Out) that won the Best QT App award at the Intl. AppJam conference

Programmed a water wave simulation algorithm for the PlayStation2 making use of vector units

BACHELOR OF ENGINEERING, COMPUTER SCIENCE

CMR Institute of Technology, Bangalore, India, Jun 2007

Designed an insurance sales application with focus on sound architectural practices and low cost deployment

Delivered a technical seminar on the Direct3D10 pipeline

REFERENCES *Piero Petitti, Programmer, Relic Entertainment (piero.petitti@gmail.com)*